SV04 2015+ MEB

Red/Blue Teaming
Discussion Points

2015 + MEB
Red/Blue Teaming Points

- Red doesn’t care about Phibex Demo vic of Sibolga
- No mention of Red TBM/WME in Phase II
- Consider Coalition to assist with tribe like politics and language issues
- Counter Blue SOF
  - Track and report movement
  - Rewards for capture

2015+ MEB
Red/Blue Teaming Points

- All LOC's
  - Maritime (mines and supersonic CDCM's anti-access campaign)
  - Air (SA-18 Sambush corridors around Caliphate Cities)
  - Ground (Few good roads – random interdiction)
  - Rivers and Estuaries (Houseboat Village – launch attacks)
- Take fight into Jungle, surrounding population centers
  - Disrupt, Delay, inflict casualties
- Duck hunt for Helicopter/Quad/Tilt-Rotor troop transports with Manpads/RPG's
- Sympathizers on Sumatra/Laskar Jihad on Java
  - Create diversions and cause Blue/Coalition confusion
  - Humanitarian Aid and Large Crowd Control

2015 + MEB
Red/Blue Teaming Points

- Pirates/Organized Crime
  - Archipelago (Vast area to enforce)
  - Move to better location like fire ants
  - Blue can’t be everywhere all of the time
- Sympathetic Media
  - Document Blue “Precision” Fires
  - Minimize Coalition as “Abusive and Oppressive”
- Coast Watch by Merships, Dhows, fishing, canoe
  - Maritime (LCS/TSV/T-AOE/MCM)
  - Vertrep/Logrep sortie intense

2015 + MEB
Red/Blue Teaming Points

- GOSP
  - Manpads
  - UAV’s
  - Small boat Staging
- AFSB
  - Merchant, Fishing, Dhow
  - PTG’s
  - Remote Controlled “Jetski”

SV04 2015+ MEB
Red Blue Teaming Points

Assumption	**Vulnerability**	**Threat**
Deployments will be correct and timely with appropriate sustainability	Distance and complexity of the Sea Base in conjunction with organic “lift” capability	•Red Anti-Access Campaign with Sub’s, Supersonic CDCM’s, mixed Mine Fields, and Manpads to monitor/interdict LOC’s •Red leverages weather and terrain to mask forces surrounding population centers to counter Blue ISR and lodgment(s). •Duck hunt for Helicopter/Quad/Tilt-Rotor Troop Transport with Manpads and RPG’s

SV04 2015+ MEB
Red/Blue Teaming Points
Deployment, Employment & Sustainment

Assumption	**Vulnerability**	**Threat**
Deploy and employ with speed - with seamless integration of Coalition Forces	Logistics may not be flexible to changing situations	•Red has a global and regional reach to interdict D-E-S capabilities at a distance from the battle space using information operations, clandestine attack, and sabotage. •Red leadership initiates D and I campaign to leverage opinion regionally and globally to increase tension and friction with Coalition members

SV04 2015+ MEB
Red/Blue Teaming Points
Information Superiority

Assumption	**Vulnerability**	**Threat**
Joint Horizontal and vertical ISR sensor network, supportive at all levels of required tasking consisting of organic and non-organic, unmanned, autonomous, stealthy, persistent integrated and tiered JISR elements will be in	Networking all sensors to all shooters over large areas and challenging environments **Technically complex all inclusive network integrates with another heavily loaded network with numerous nodes, covering vast areas** **Obtaining Knowledge when required**	•Complex seabed to space environment •Two battlefronts •Opportunity for interference, jamming or attack •How does the Coalition plug into the GIG? HN Security seams to exploit •Competing with agencies for type of support and priority of collection •Will help Blue know and See first